

• CARRIER • AIRWING

TM

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OPERATION MANUAL

CAPCOM®

JAMMA STANDARD

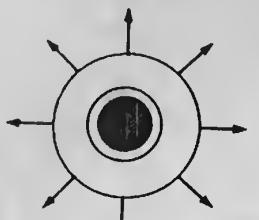
○ PCB CONNECTOR

JAMMA STANDARD

○ CRT MONITOR

HORIZONTAL SCREEN

○ CONTROL PANEL



3WAY JOYSTICK

※ 2-PLAYER SIMULTANEOUS

○ 8-WAY JOYSTICK

MOVE PLAYER/CURSOR FOR SELECTION
OF PLAYERS

○ BUTTON A

NORMAL SHOT AND SHOT FROM AUXILIARY
ROCKETS LAUNCHER

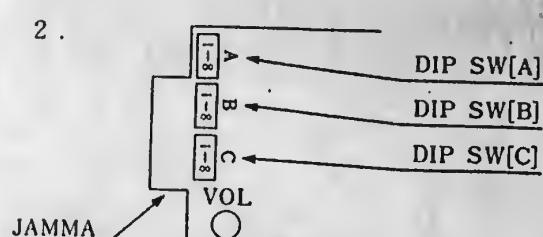
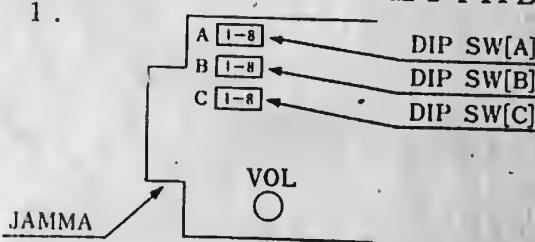
○ BUTTON B

SUPER WEAPON

○ MAXIMAM CREDITS : 9

○ POSITIONS OF DIP SW

(THERE ARE 2 TYPES OF PCB)



SOLDER SIDE			COMPONENTS SIDE
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N.C.	E	5	N.C.
+12V	F	6	+12V
	H	7	
COIN COUNTER 2 (COIN LOCK OUT 2)	J	8	COIN COUNTER 1 (COIN LOCK OUT 1)
SP(-)	K	9	
N.C.	L	10	SP(+)
	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
SERVICE SW	R	14	VIDEO GND
N.C.	S	15	TEST SW
COIN SW 2	T	16	COIN SW 1
START SW 2	U	17	START SW 1
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P PUSH 1	Z	22	1P PUSH 1
2P PUSH 2	a	23	1P PUSH 2
N.C.	b	24	N.C.
N.C.	c	25	N.C.
N.C.	d	26	N.C.
GND	e	27	GND
GND	f	28	GND

● PARTS NAME

CR7E-56DA-3.96E : (HIROSE)

OR

1168-056-009 : (KEL)

● DIP SW(A)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1	1COIN 1CREDIT	OFF	OFF	OFF					
	1COIN 2CREDITS	ON	OFF	OFF					
	1COIN 3CREDITS	OFF	ON	OFF					
	1COIN 4CREDITS	ON	ON	OFF					
	1COIN 6CREDITS	OFF	OFF	ON					
	2COINS 1CREDIT	ON	OFF	ON					
	3COINS 1CREDIT	OFF	ON	ON					
	4COINS 1CREDIT	ON	ON	ON					
COIN 2	1COIN 1CREDIT				ON	OFF	OFF		
	1COIN 2CREDITS				OFF	ON	OFF		
	1COIN 3CREDITS				ON	ON	OFF		
	1COIN 4CREDITS				OFF	OFF	ON		
	1COIN 6CREDITS				ON	OFF	ON		
	2COINS 1CREDIT				OFF	ON	ON		
	3COINS 1CREDIT				ON	ON	ON		
	4COINS 1CREDIT								
CONTINUE	NORMAL							OFF	
	CONTINUE							ON	

*WHEN CONTINUE IS ON, GAME STARTS WITH 2 COINS AND CONTINUES WITH 1 COIN. IN THIS CASE, SETTINGS OF COIN 1 AND COIN 2 ARE MEANINGLESS.

● DIP SW(B)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY 1 (ADJUST STRENGTH OF ENEMIES)	EASY ↑ NORMAL ↓ DIFFICULT	OFF	OFF	OFF					
		ON	OFF	OFF					
		OFF	ON	OFF	OFF				
					ON				
		OFF	OFF	ON					
		ON	OFF	ON					
		OFF	ON	ON					
		ON	ON	ON					
DIFFICULTY 2 (ADJUST STRENGTH OF PLAYER)	EASY ↑ NORMAL ↓ DIFFICULT				OFF	ON			
					ON	OFF			
					ON	ON			

*DIFFICULTY LEVEL IS SET TO NORMAL AT THE TIME OF DELIVERY.

● DIP SW(C)

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
FREE PLAY	NOT FREE PLAY			ON					
	FREE PLAY			ON					
SCREEN STOP	NORMAL				ON				
	PAUSE				ON				
SCREEN FLIP	NORMAL					ON			
	FLIP					ON			
SOUND DURING DEMONSTRATION MODE	OFF						ON		
	ON						ON		
CONTINUE MODE	OFF							OFF	
	ON							ON	
TEST MODE	GAME MODE							OFF	
	TEST MODE							ON	

*BOLDFACE INDICATES FACTORY SETTING.

*POWER DOWN AFTER CHANGING DIP SWITCHES.

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**ER
NG**

Wähle Deinen Flugzeugtyp und die entsprechende Bewaffnung und besiege die Invasoren.
Symbole geben Dir zusätzliche Kräfte.
Der zweite Spieler kann sich jederzeit ins Spielgeschehen einschalten.

Viel Glück !

Taste 1. schießen Taste 2. Bomben

DIP SW 3

CARRIER AIRWING

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
COIN 1	1 COIN 1 CREDIT	OFF	OFF	OFF					
	1 COIN 2 CREDITS	ON	OFF	OFF					
	1 COIN 3 CREDITS	OFF	ON	OFF					
	1 COIN 4 CREDITS	ON	ON	OFF					
	1 COIN 6 CREDITS	OFF	OFF	ON					
	2 COINS 1 CREDIT	ON	OFF	ON					
	3 COINS 1 CREDIT	OFF	ON	ON					
	4 COINS 1 CREDIT	ON	ON	ON					
CONTINUE COIN	NORMAL CONTINUE							OFF	ON

* IF CONTINUE COIN MODE IS ON, GAME STARTS WITH 2 COINS AND CONTINUES WITH 1 COIN.

DIP SW 2

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY LEVEL	EASY	OFF	OFF	OFF					
		ON	OFF	OFF					
	NORMAL	OFF	ON	OFF					
		ON	ON	OFF					
	DIFFICULT	OFF	OFF	ON					
		ON	OFF	ON					
		OFF	ON	ON					
		ON	ON	ON					
COIN SELECTOR	3 COINS 1 COIN					OFF	ON		
PLAYER MODE	3 PLAYERS 2 PLAYERS					OFF	ON		

* 3 COIN MODE AND 2 PLAYERS MODE MAY NOT BE USED TOGETHER.

DIP SW 1

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
SCREEN PAUSE	NO				OFF				
	YES				ON				
SCREEN FLIP	NO					OFF			
	YES					ON			
DEMONSTRATION SOUND	NO						OFF		
	YES						ON		
CONTINUE	NO							OFF	
	YES							ON	
MODE	GAME MODE TEST MODE								OFF ON

* HIGHLIGHTED CHARACTER INDICATES FACTORY SETTING.

* RE-START WHEN DIP SW. RESET.

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off, on

Carrier Airwing

DIP SW [2]

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
DIFFICULTY	EASY 0	OFF	OFF	OFF					
	1	ON	OFF	OFF					
	2	OFF	ON	OFF					
	3	ON	ON	OFF					
	4	OFF	OFF	ON					
	5	ON	OFF	ON					
	6	OFF	ON	ON					
	7	ON	ON	ON					

① DIFFICULTY LEVEL IS SET TO NORMAL AT THE TIME OF DELIVERY.
 ② BOLDFACE INDICATES FACTORY SETTING.

DIP SW [1]

ITEM	DESCRIPTION	1	2	3	4	5	6	7	8
FREE PLAY	NOT FREE PLAY			OFF					
	FREE PLAY			ON					
SCREEN STOP	NORMAL				OFF				
	PAUSE				ON				
SCREEN FLIP	NORMAL					OFF			
	FLIP					ON			
SOUND DURING DEMONSTRATION MODE	OFF					OFF			
	ON					ON			
CONTINUE MODE	OFF						OFF		
	ON						ON		
TEST MODE	GAME MODE							OFF	
	TEST MODE							ON	

③ BOLDFACE INDICATES FACTORY SETTING.
 ④ POWER DOWN AFTER CHANGING DIP SWITCHES.
 ⑤ MAKE SURE THE POWER IS OFF BEFORE CHANGING DIP SWITCHES.
 ⑥ NO USE DIP SWITCH SHOULD BE KEPT ON "OFF".

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